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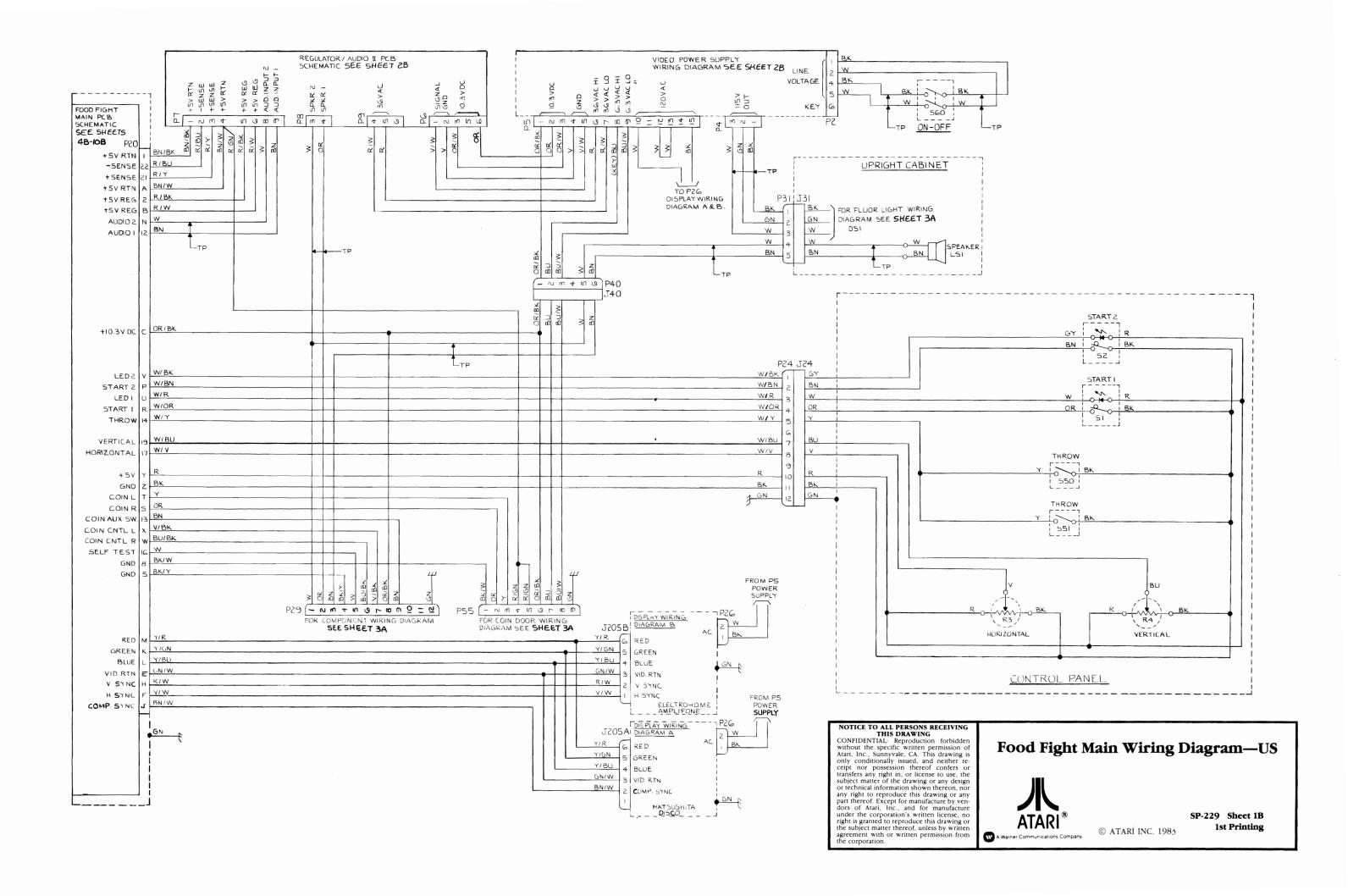
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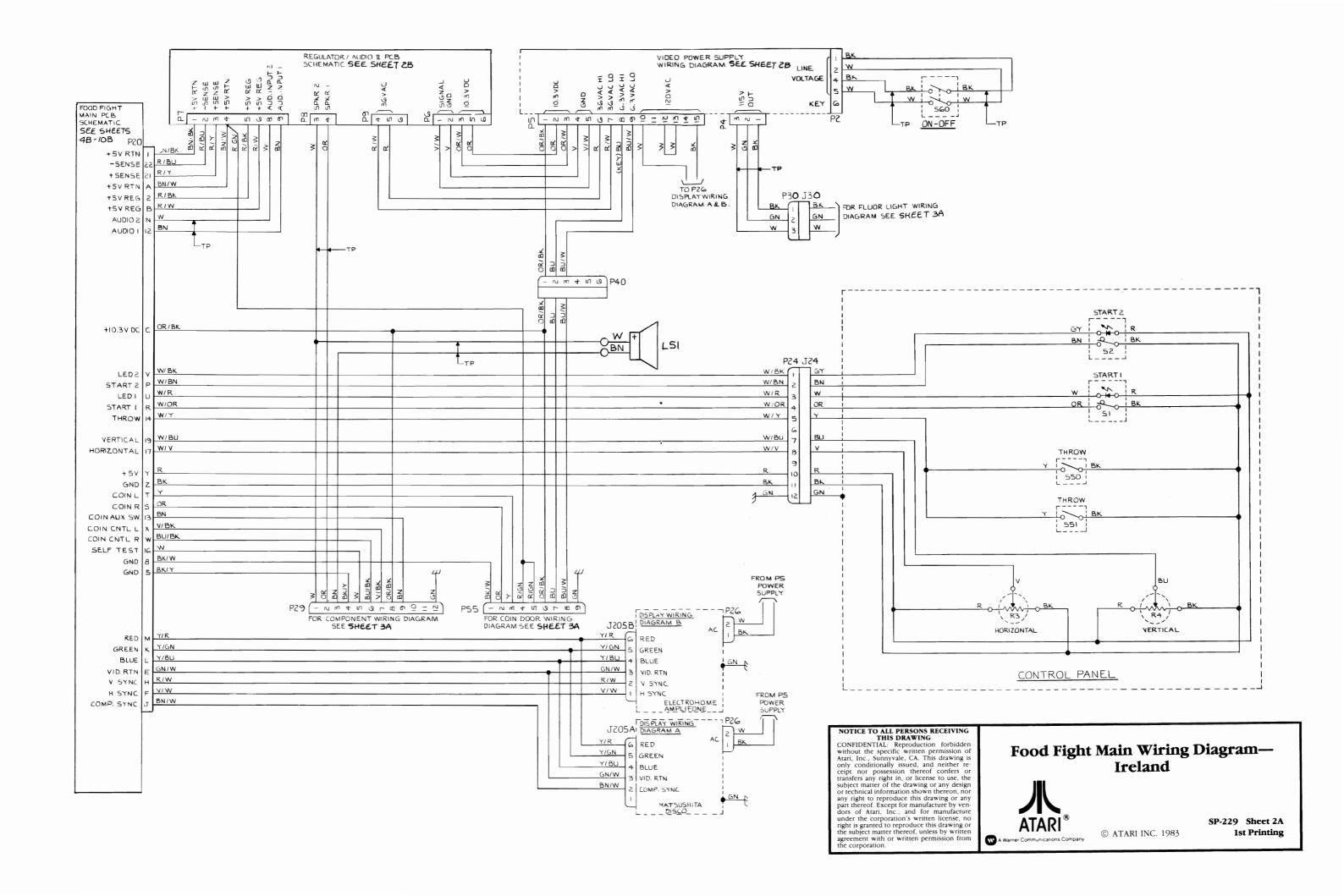
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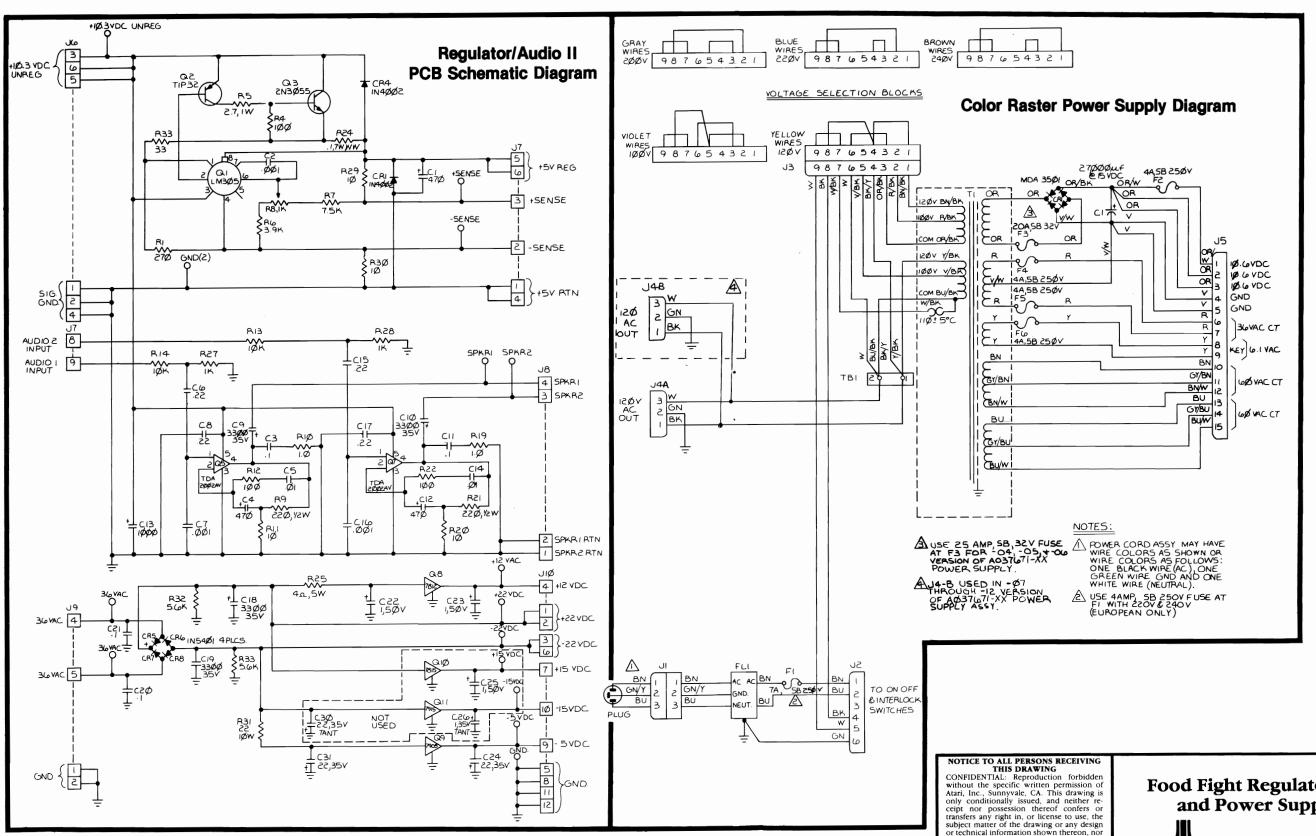


# **Operators Manual**

2M



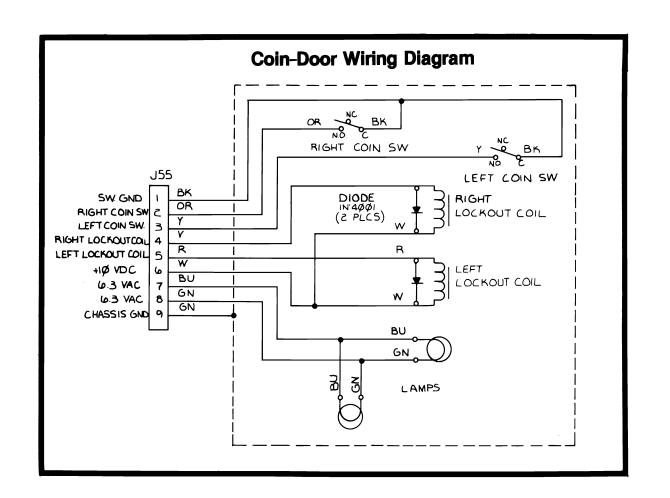


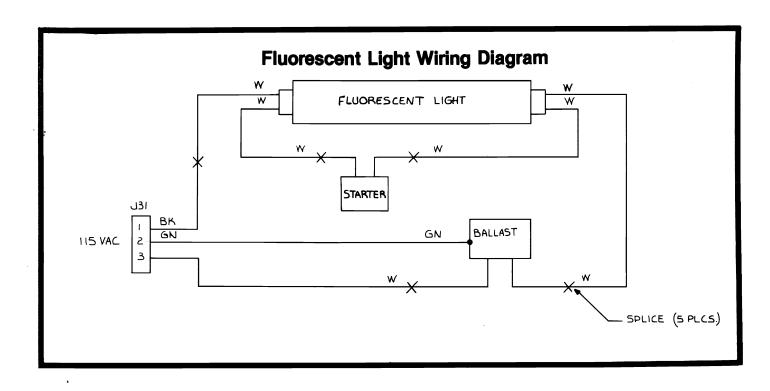


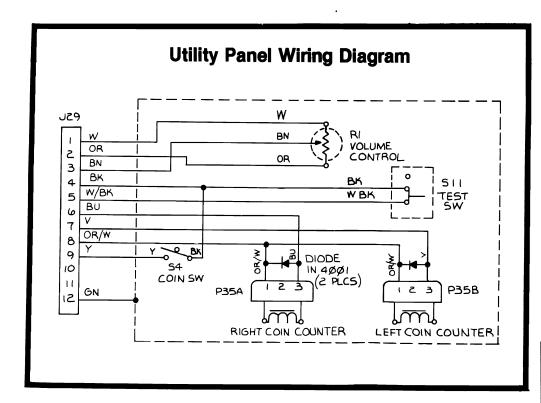
### Food Fight Regulator/Audio II PCB and Power Supply Diagrams



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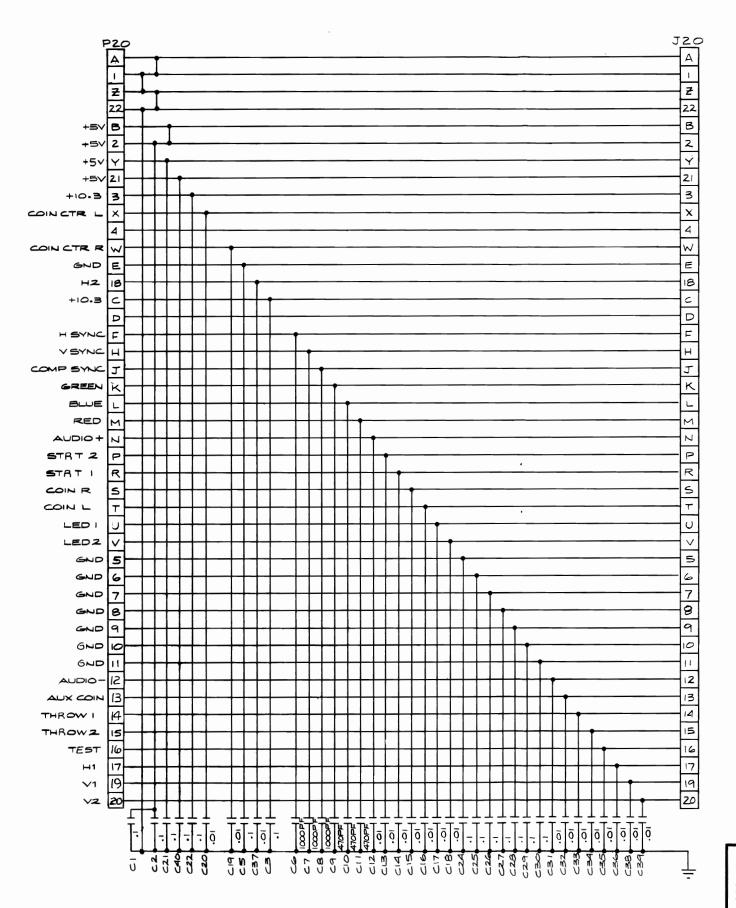


# **Food Fight Game Wiring Interfaces**



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# **EMI Shield Schematic Diagram**



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# **MEMORY MAP**

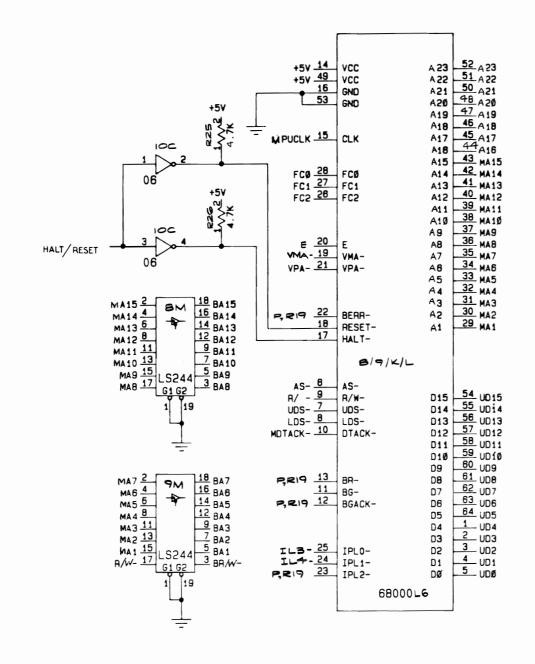
HEXADECIMAL		ADDRESS BUS SIGNAL LINES R/W														/W DATA BUS SIGNAL LINES															FUNCTION																
ADDRESS	A23	3 <b>A</b> 2	2 A	21 <i>A</i>	20	A19	A18	A17	' A16										<b>A</b> 7	<b>A6</b>	<b>A</b> 5	<b>A</b> 4	A3	A	2 A	1 A0			D15	D14	D13	D12	2 D1									D	3 D	2 I	D1	D0	
000000-00FFFF 014000-01BFFF	0	0			0	0	0	0	0 1	A 0 1	A 1 0	A A	A	A		A .	A A A	A A A	A A A	A A A	A A	A A A	A A A	A	A		R/ R/\ R/\	N	D D	D D D	D D D	D D D	D D	D	(	D D D	D D D	D D D	D D	D D D	D D	D	D	)	D	D D D	PROGRAM ROM PROGRAM RAM PROGRAM RAM
01C000-01C0FF	0	0	(	)	0	0	0	0	1	1	1	0	0	0	(	)	0	0	A	A	A	A	A	A	A 0 0	A 0 1	R/\		D D	D D	D D	D D	D	D	'	D D	D D	D D	D D	D D	D D	D	_		D D	D D	MOTION OBJECT RAM VERTICAL POSITION HORIZONTAL POSITION
800000-8007FF	1	0	c	)	0	0	0	0	0	0	0	0	0	0		<b>\</b>	A	Α	Α	Α	Α	A	Α	Α	1 1 A	0 0 A	RA	N	D D	D D	D D	D D	D D	D D		D D	D D D	D D	D D	D D	D D	D	D		D D	D	PICTURE COLOR PLAYFIELD
900000-9001FF 940000-940007 944000-944007	1	0	C	)	1	0	0	0	0	0	0	0	0	0	(	)	0	A 0	A 0	A 0	A 0	A 0	A 0	A	A	A	R/N R W	N						_			_	D	D	D	D	D			_	D	NVRAM ANALOG IN ANALOG OUT
948000									Ö	1	ó	Ū	Ū	Ū				Ü	U	U	U	U	U	^	• •	A	R																D		D	D	COIN 1 (DIGITAL IN) COIN 2 START 1
																											R R R													_	D	D		,			START 2 COIN AUX
																											R R R											D	D	D							THROW 1 THROW 2 TEST
																											W W																D		D	D	PFFLIP UPDATE INT3RST
																											\ \ \ \	1												D	D	D					INT4RST LED 1 LED 2
950000-9503FF	1	0	0	,	1	0	1	0	1	٥	0	0	0	0		•	^	^	٨	^	٨	Α	^			^	W W	,										D D	D D	D	n	D	D		D	D	COUNTERL COUNTERR COLORAM
954000 958000		0	_		•	٥		0	1	0	1 0	0	0	0		, ,	_	^	A	^	A			A		. A	W											_	_	-	_		_				RECALL WATCHDOG
A40000-A4001F A80000-A8001F	1 1 1	0	1 1 1		0 0 0	0 1 1	1 0 1	0	0	0	0	0 0 0	0 0 0	0 0 0		) ( ) ( ) (	0 0 0	0 0 0	0 0 0	0 0 0	0	A A A	A A A	A A A	A	A A A	RA RA RA	N										D D D	D D D	D D D	D D D	D D D	D D D	)	D	D D D	AUDIO 1 AUDIO 0 AUDIO 2
000000-7FFFF	0	Α	A		Α	Α	Α	Α	Α	Α	Α	Α	Α	Α			A	Α	Α	Α	Α	Α	Α	Α	Α	Α	RA	N																			DTACK
940000-97FFFF	1	0	0	)	1	0	1	Α	Α	Α	Α	Α	Α	Α			A	Α	Α	Α	Α	Α	Α	Α	Α	Α	R/\	N																			VPA

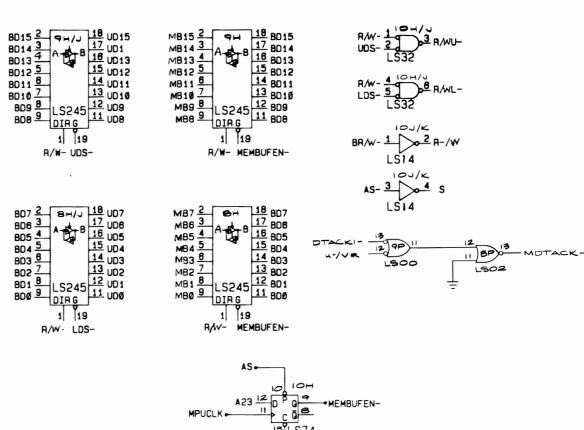
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# **Food Fight Memory Map**



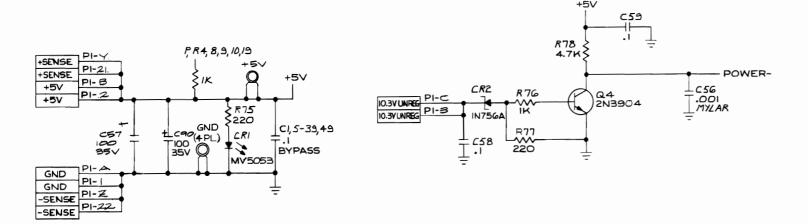
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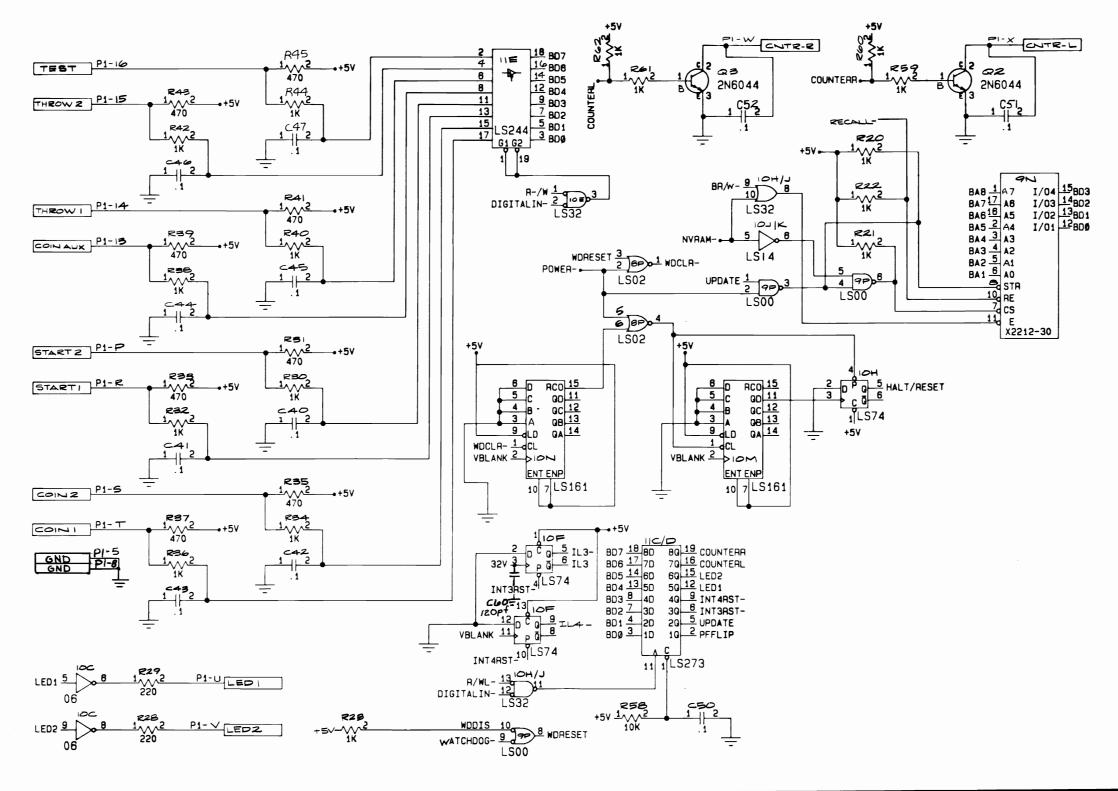
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### Food Fight Power/Ground and CPU Schematic Diagram



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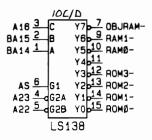
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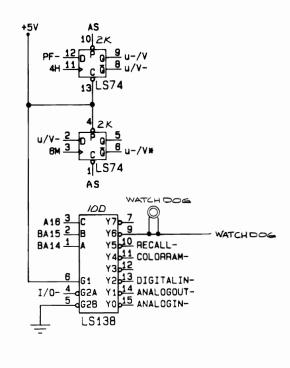
# Food Fight Reset and Digital I/O **Schematic Diagram**



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```
AS-1
A233
A214
A205
A198
A187
FC29
FC191
                                     19 NVRAM-
               /373/3
                                   18 I/0-
17 AUDIO2
                  -001
                                  16 PF-
15 AUDIO1
14 AUDIO0
13 DTACK1-
12 VPA-
```



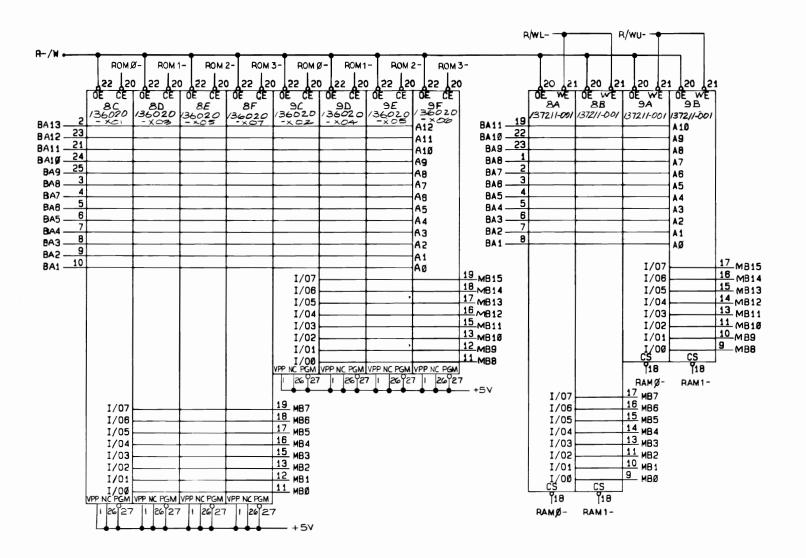


# Food Fight Address Decoder Schematic Diagram



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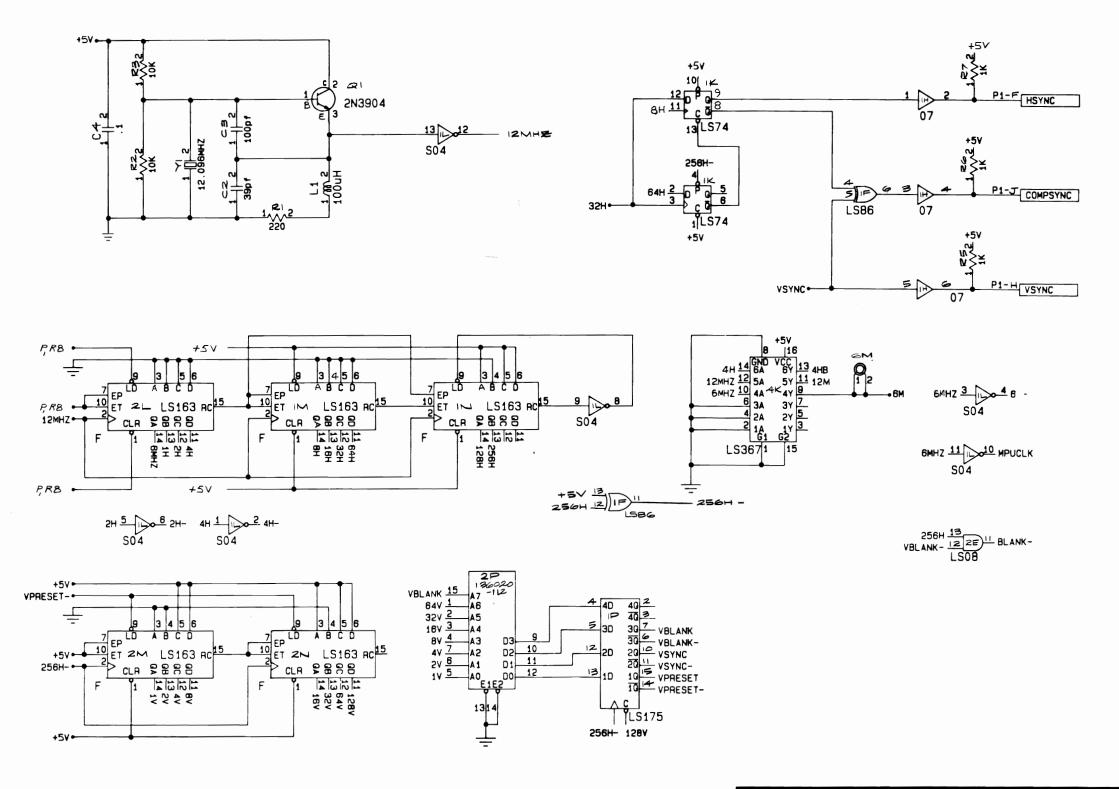
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## **Food Fight Memory Schematic Diagram**



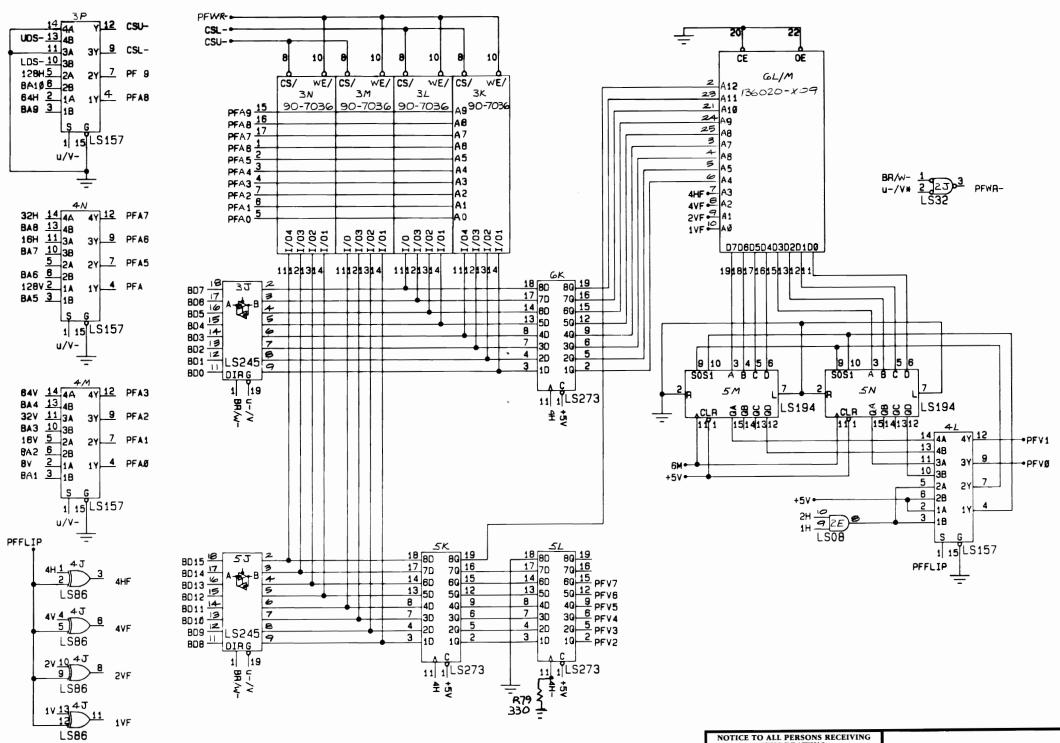
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### Food Fight Sync Schematic Diagram



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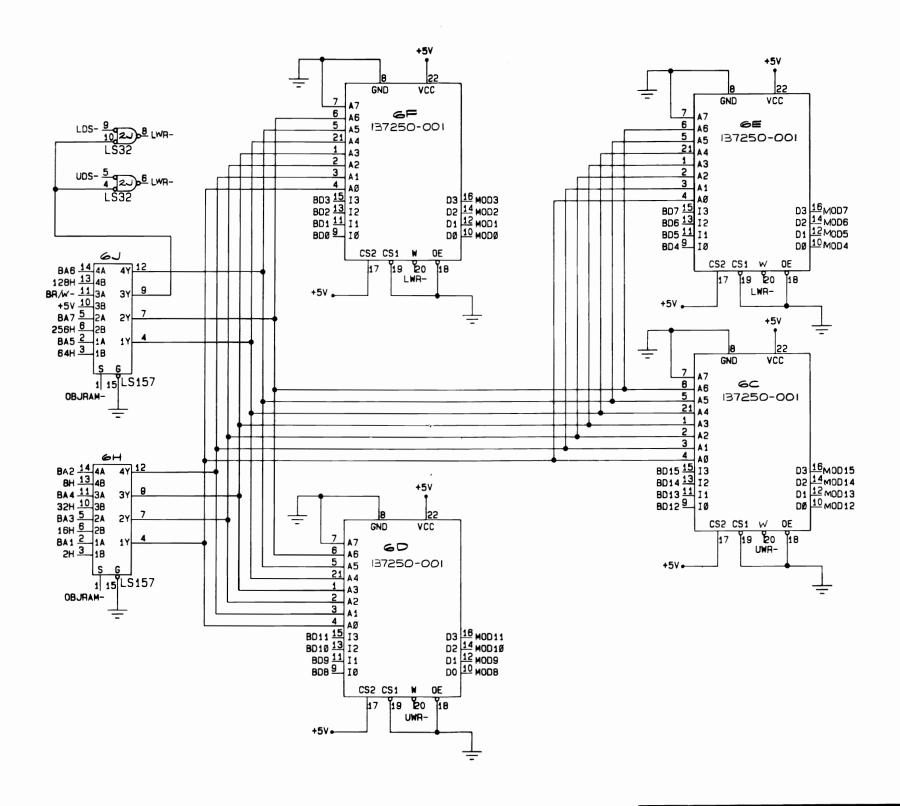


### Food Fight Playfield RAM/ROM **Schematic Diagram**



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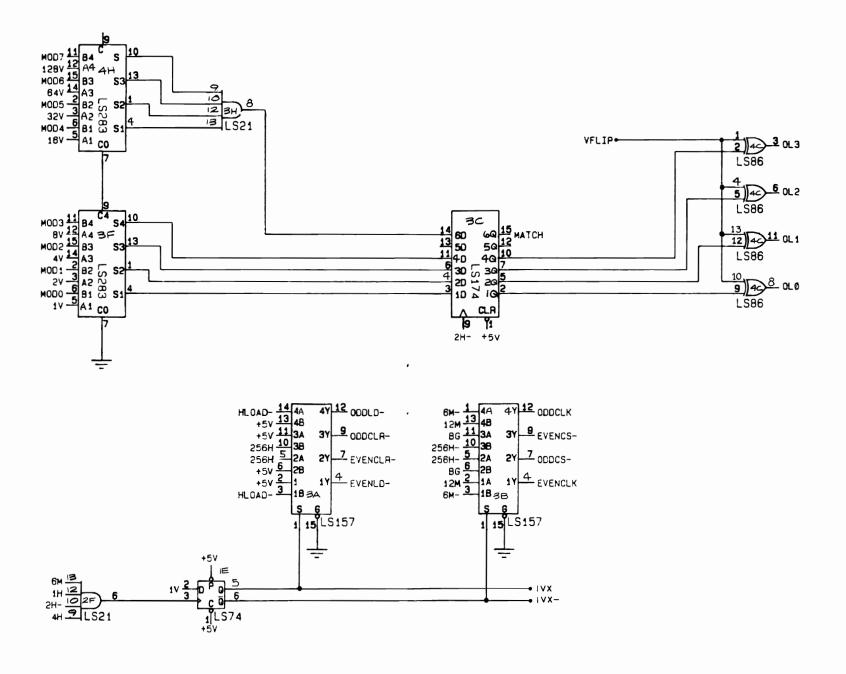


# **Food Fight Motion Object RAM Schematic Diagram**



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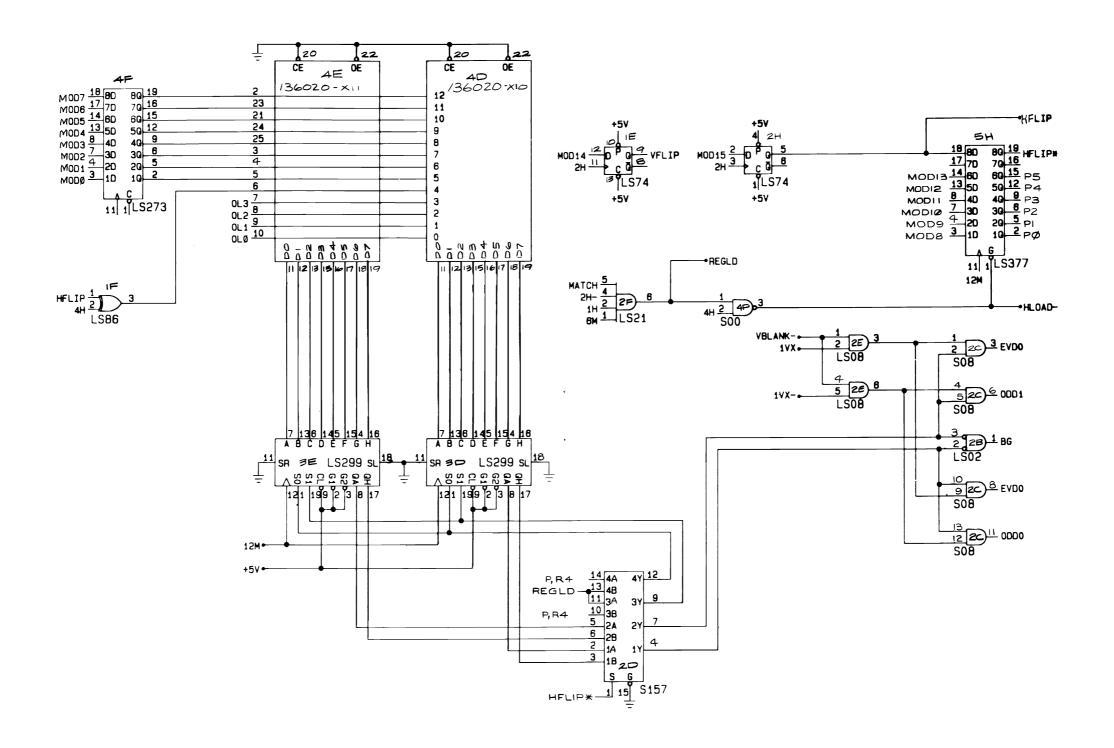


# **Food Fight Vertical Position Schematic Diagram**



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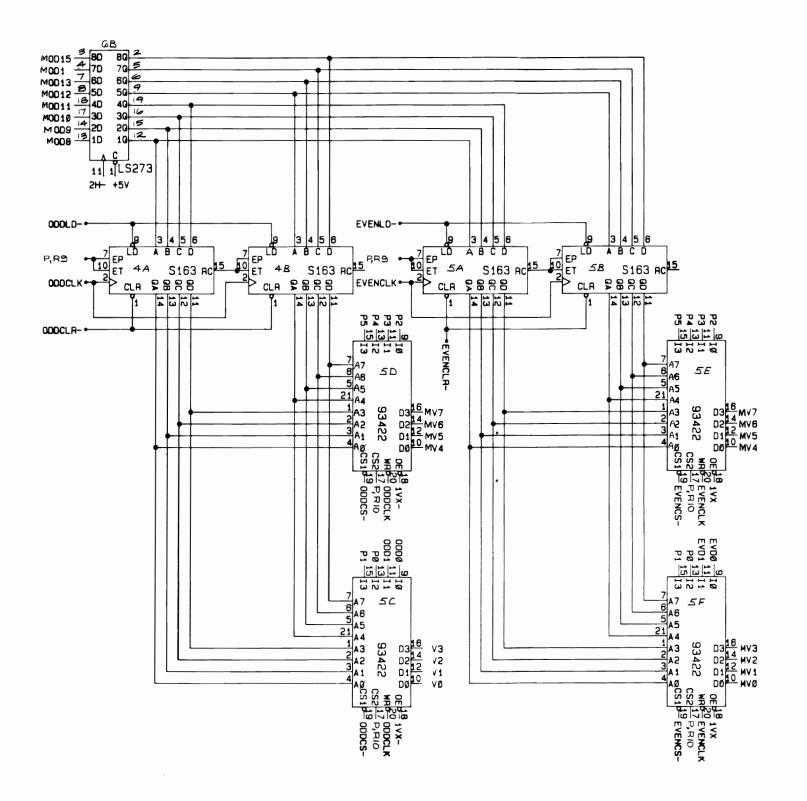


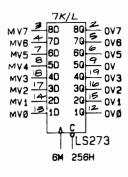
## **Food Fight Motion-Object ROM Schematic Diagram**



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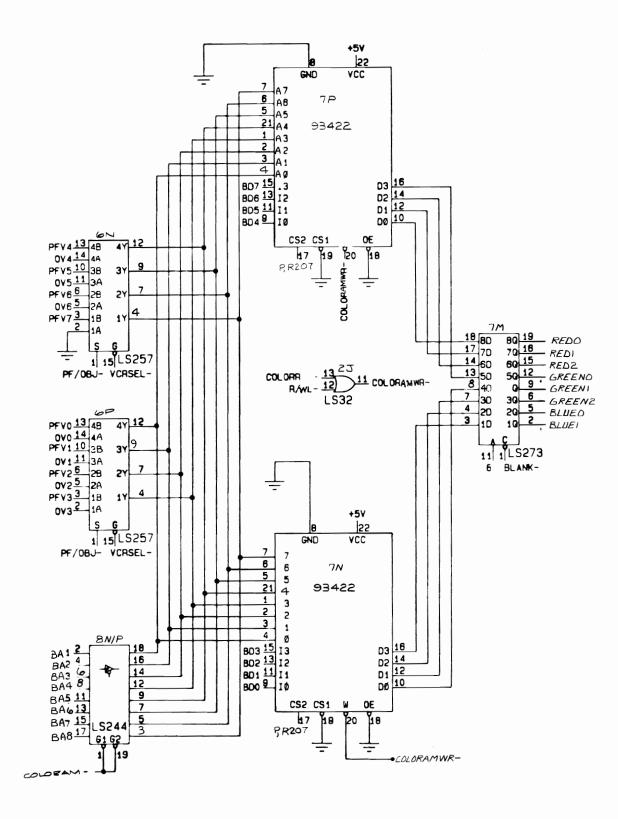


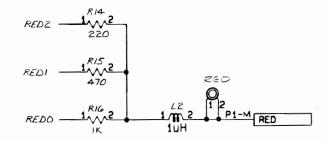
### **Food Fight Line Buffers Schematic Diagram**

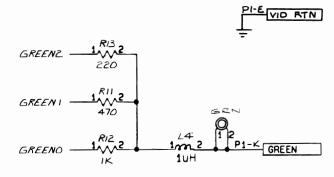


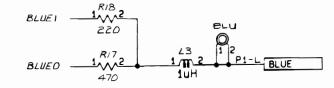
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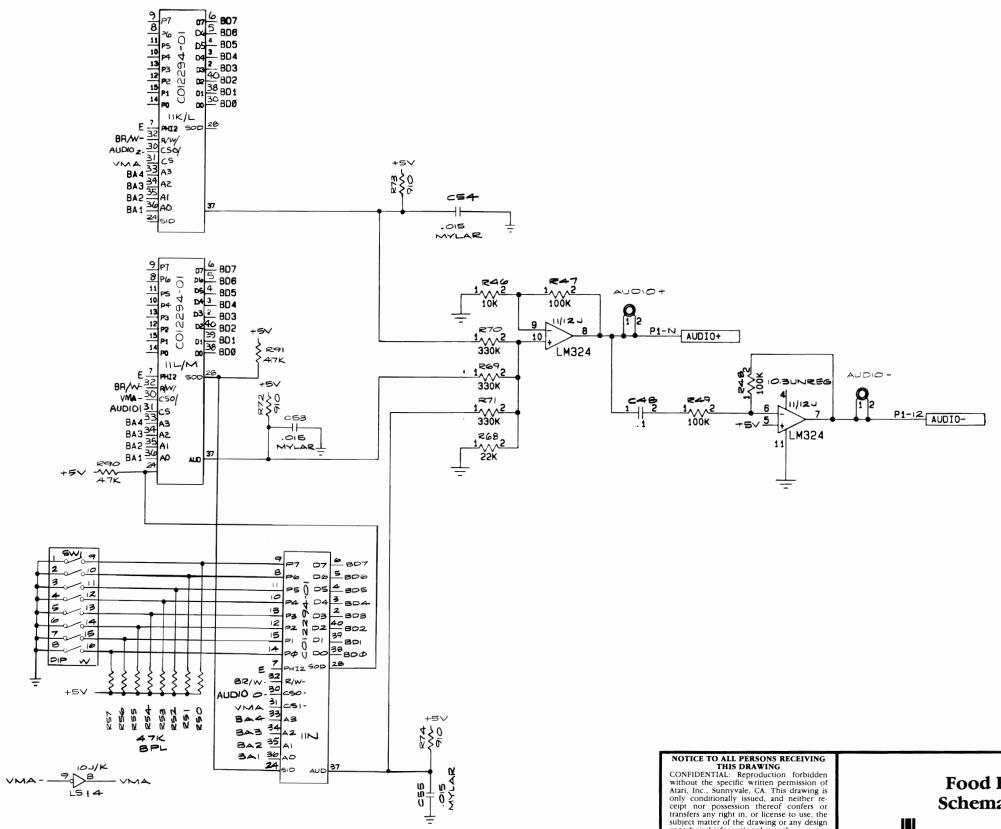


# **Food Fight Color RAM Schematic Diagram**



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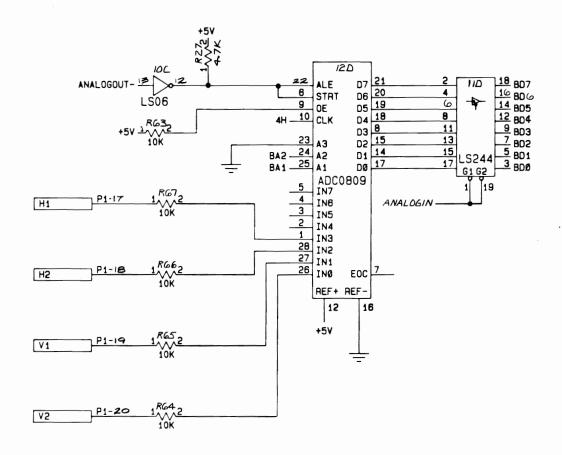


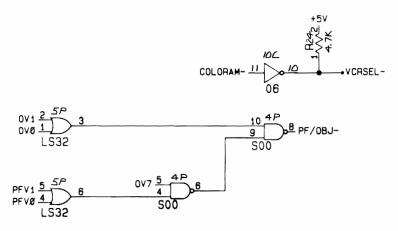
# **Food Fight Sound** Schematic Diagram



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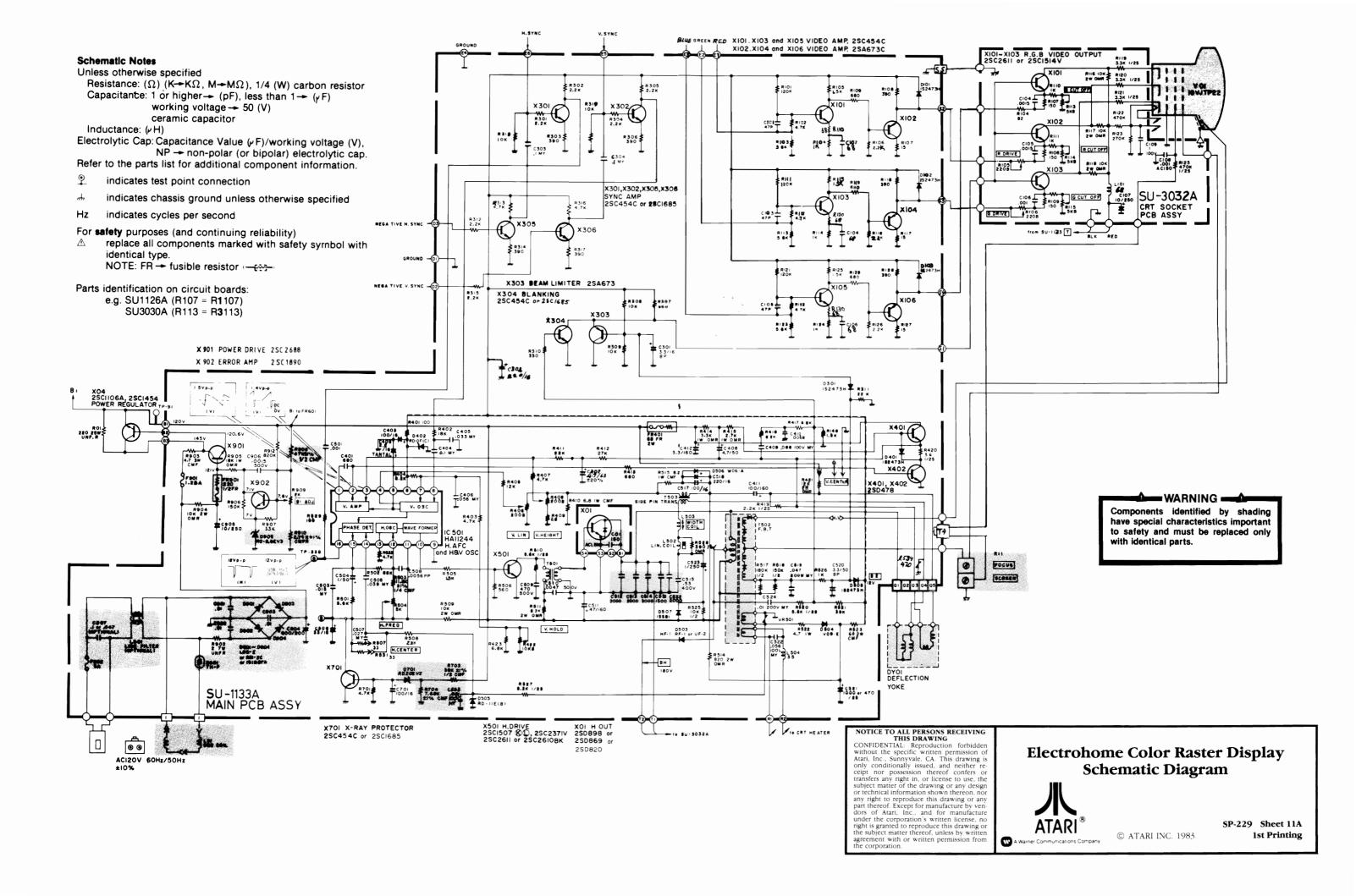


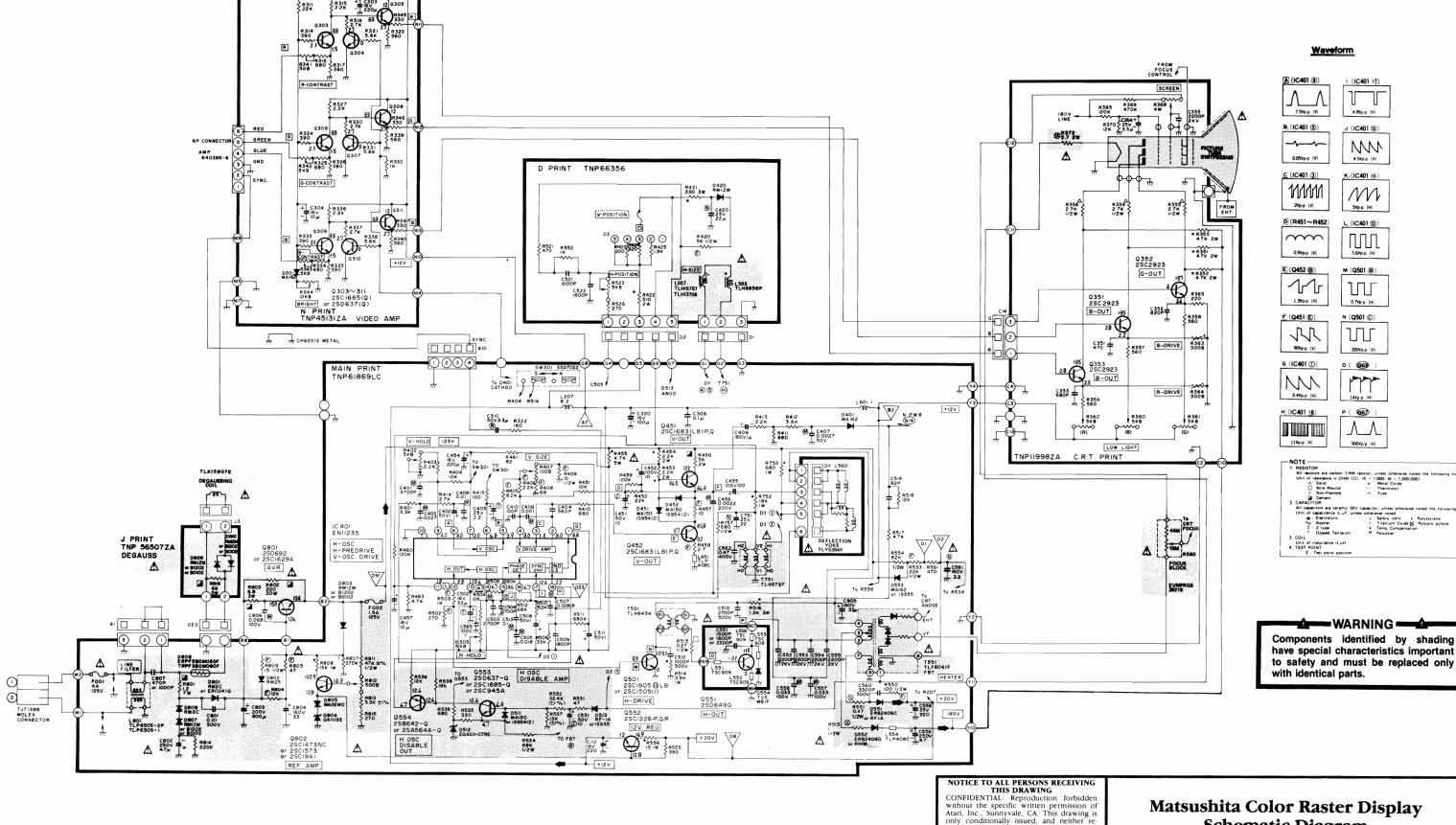
## **Food Fight Analog Inputs Schematic Diagram**



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# **Schematic Diagram**



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